SEGA®

GENESIS®
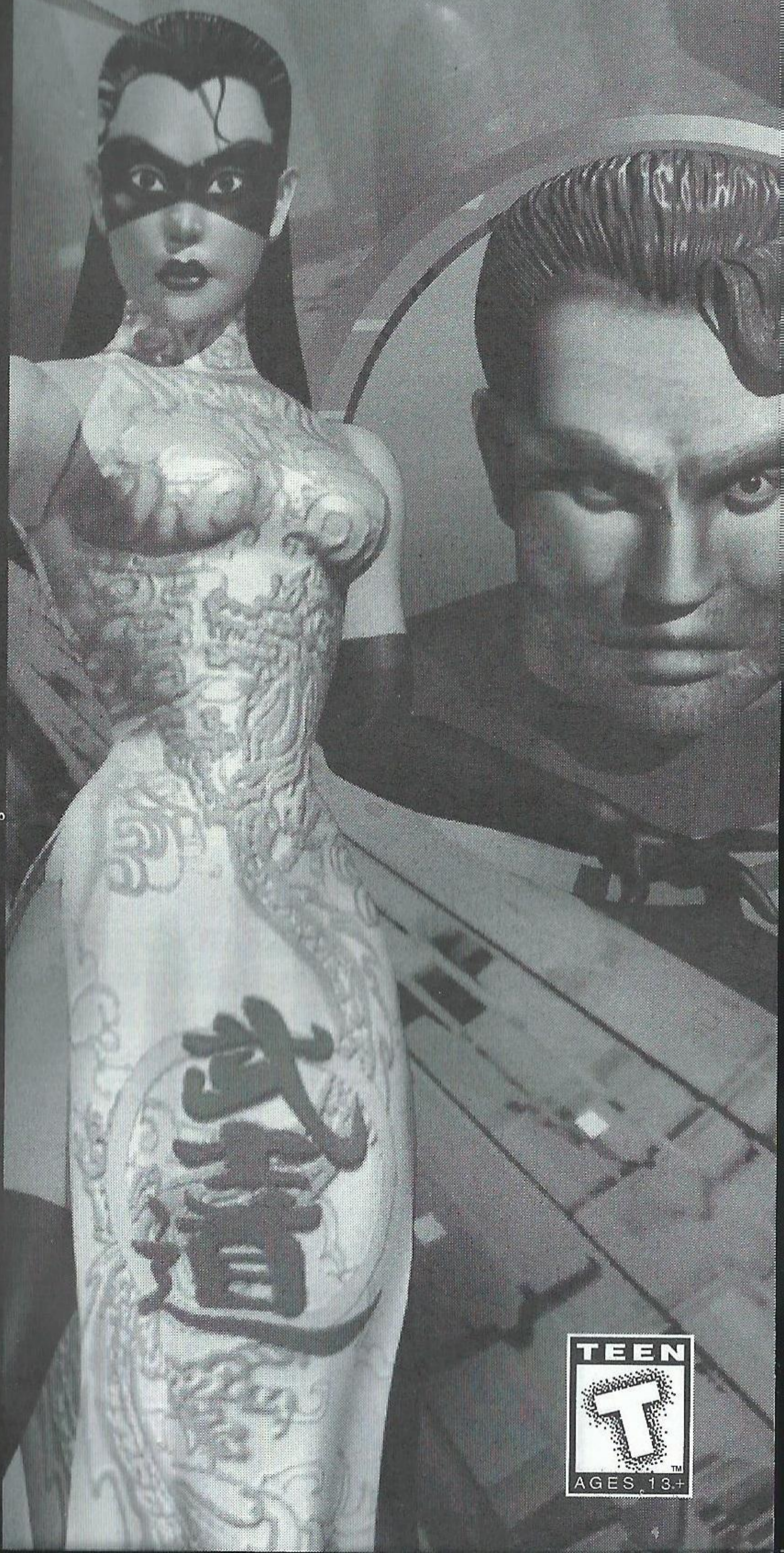
INSTRUCTION MANUAL

X-PERTS™

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ERSB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:
web site: http://www.segaoa.com
ftp site: ftp.segaoa.com
email: webmaster@segaoa.com
CompuServe: GO SEGA

CONTENTS

GETTING STARTED

1.   Set up your Sega Genesis System™ as described
      in its instruction manual.

2.   Make sure the power is off, then insert this
      cartridge into the Genesis Console.

3.   Turn the power switch on. In a few moments
      the title screen will appear.

4.   Press the START Button on the Genesis Control
      Pad to advance past the title sequence and begin
      play.

5.   If the title screen doesn't appear, turn the power
      switch off. Make sure your system is set up
      correctly and the cartridge is properly inserted.
      Then turn the power switch on.

*Important: Always make sure the power switch is
turned off when inserting or removing your cartridge.*

HANDLING YOUR
SEGA GENESIS
CARTRIDGE

•   This cartridge is intended for use exclusively
      with the Sega™ Genesis System™.

•   Do not bend it, crush it, or submerge it in liquids.

•   Do not leave it in direct sunlight or near a radiator
      or other source of heat.

•   Be sure to take an occasional recess during
      extended play, to rest yourself and the Sega
      Cartridge.

YOUR ASSIGNMENT

A terrorist faction has overtaken a top-secret sub-oceanic research and weapons development center — code named AQUA. Their mission is unknown. JANUS, an acronym for JAPAN/NETHERLANDS/UNITED STATES, has enlisted the X-PERTS to take it back.

Your mission is to guide your team of X-PERTS and thwart the terrorist's plans.

The X-PERTS are made up of three highly trained Secret Agents, each possessing individual strengths and weaknesses. You will be able to control and monitor their actions using RECOM, an elaborate transmission device created by Dr. Tashile Claudel, a member of your team.

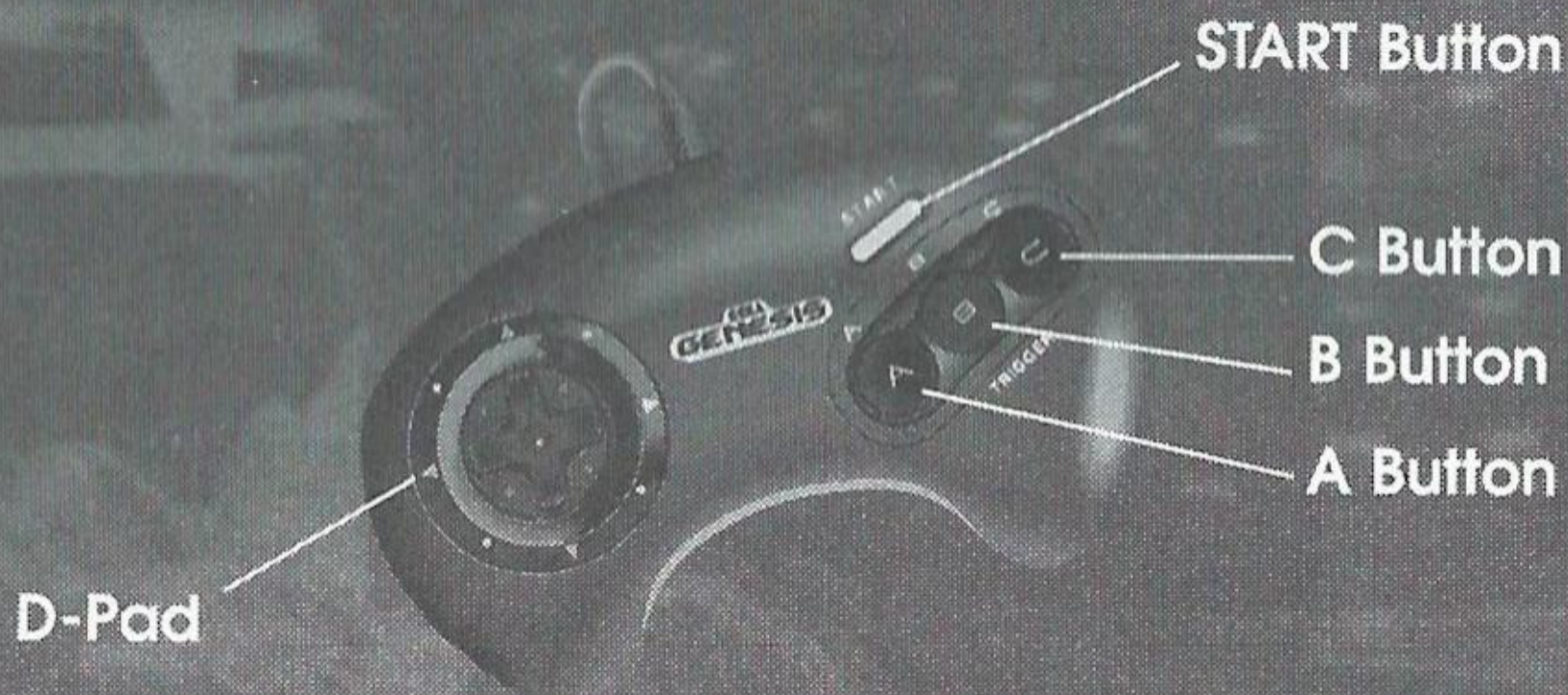You will achieve your goal by following Missions given to you by HQ or your teammate Theo.

That is all for now. Read on for complete Mission dynamics and other essential information.
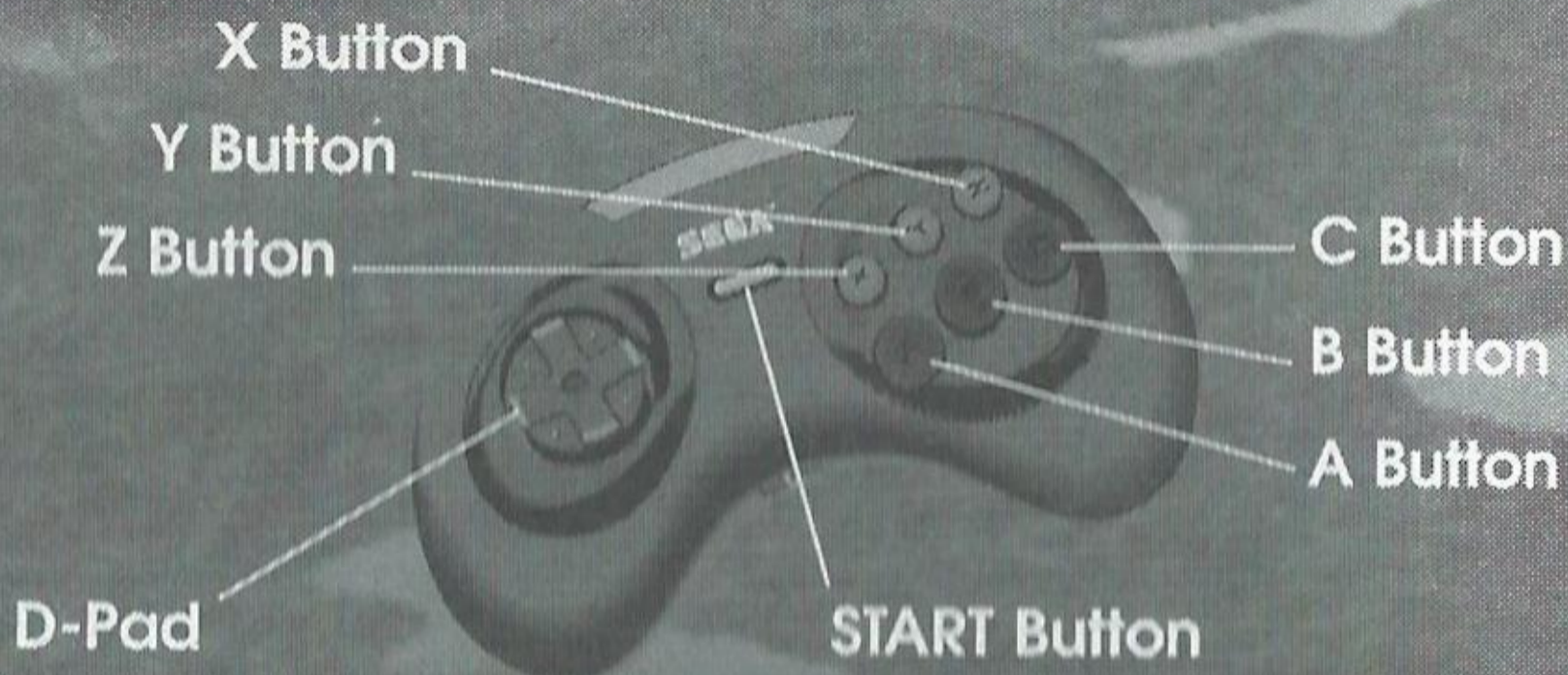
Good luck.

HQ.

CONTROLS

3-Button Controller

START Button

C Button

B Button

A Button

D-Pad

6-Button Controller

X Button

Y Button

Z Button

C Button

B Button

A Button

D-Pad

START Button

Standard Character Controls

3-Button Controls

START
Access RECOM.

D-PAD LEFT or RIGHT
moves the team member you are controlling in that direction. Also used with Buttons to perform specific moves.

A BUTTON
Punch/Fire Weapons

B BUTTON

3

Kick

C BUTTON
Block

A+B
Draw/Holster Weapon

B+C
Activate System

2 D-Pad taps, press A+C
Initiate Torture

6-Button Controls

START
Access RECOM.

D-Pad LEFT or RIGHT
moves the team member you are controlling in that
direction. Also used with Buttons to perform specific
moves.

A BUTTON
Punch/Fire Weapons

B BUTTON
Kick

C BUTTON
Block

2 D-Pad taps, press A+C
Initiate Torture

X Button
Draw/Holster Weapon

Y Button
Activate System

Z BUTTON
N/A.

Special Moves

TASHILE

A Button	Punch
D-Pad DOWN+A Button	Overhead Bash
D-Pad UP+A Button	Jab
D-Pad FORWARD+A Button	Elbow Cross
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Spinning Sweep Kick
D-Pad UP+B Button	Leaping Kick
D-Pad FORWARD+B Button	Double Kick
D-Pad BACK+B Button	Turn-Around Kick

SHADOW

A Button	Punch
D-Pad DOWN+A Button	Low Punch
D-Pad UP+A Button	High Punch
D-Pad FORWARD+A Button	Rush Punch
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Shin Kick
D-Pad UP+B Button	High Kick
D-Pad FORWARD+B Button	Knee Kick
BACK+B Button	Spin Kick

ZACHARY

A Button	Punch
D-Pad DOWN+A Button	Low Punch
D-Pad UP+A Button	Double Fist Punch
D-Pad FORWARD+A Button	Hook Punch
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Spinning Sweep Kick
D-Pad UP+B Button	Jump Kick
D-Pad FORWARD+B Button	Karate Kick
BACK+B Button	Spinning Back Kick

TORTURE MOVES

Each team member possesses three Torture Moves. You can use these moves against human enemies, either to instantly kill them, or to coerce them into divulging vital information.

To activate a Torture Move, first stun the enemy with blows to the head and body. The enemy will then become dazed. Before the enemy comes to his senses, tap the D-Pad twice in the direction corresponding to the desired Torture Move. Release the D-Pad and immediately hit the A and C Buttons simultaneously to initiate the Torture Move.

•NOTE: If the brief pause is too brief, the torture component will be bypassed and the enemy will be killed before they can give you any information. If the pause is too long, no special move will occur. It will take practice to get the timing right

TO INITIATE TORTURE MOVE:
1) Press and release the D-Pad.
2) Wait a split second.
3) Press and release the D-Pad (same direction as first).
4) Press the A and C Buttons simultaneously.

Torture Moves—Shadow

D-Pad Forward or Backward
Arm twist/Kick to head

D-Pad UP
Throatgrab/Puncture chest

D-Pad DOWN
Threaten with crossbow/Shoot in head

NOTE: If Shadow has no ammo, D-Pad DOWN does the same as D-Pad UP.

Torture Moves—Tashile

D-Pad Forward or Backward
Hold head/Snap neck

D-Pad UP
Throat grab/ Puncture chest

D-Pad DOWN
Threaten with wrist weapon/Shoot in head

NOTE: If Tashile has no ammo, D-Pad DOWN does the
same as D-Pad UP.

Torture Moves—Zachary

D-Pad Forward or Backward
Hold head, threaten with knife/Stab up through throat

D-Pad UP
Throat grab/Spinning throat slice

D-Pad DOWN
Threaten with machine gun/Shoot in head

NOTE: If Zachary has no ammo, D-Pad
DOWN does the same as D-Pad UP.

RECOM CONTROLS

To call-up RECOM, press the START Button. To make a
selection on the RECOM Main Menu screen, use the D-
Pad to highlight a selection and press the A, B, or C
Button to access that selection and its sub-menu.
Press the START Button to exit a sub-menu and return
to the RECOM Main Menu. Press the START Button to
return to gameplay.

MAIN GAME MENU

To make a selection, press the D-Pad UP or DOWN to choose an option and press the A Button to enter your selection. The following items appear on the Main Game Menu. Press the B Button to exit any of the sub-menu screens.

Begin New Mission

Here you can begin a new game or proceed with a previously saved game.

Password Entry

Here you can enter your password and continue play on a game already in progress. Resume your mission to enter password.

On-Line Data Files

Here you can access informative data on your X-Pert team, JANUS, the Aqua Complex, your RECOM unit, and System Engineers. Press the D-Pad UP or DOWN to page through the data here.

System Configuration

Here you can access the Uplink Configuration that lets you reconfigure the game controls to your own specifications; view the Video Test Pattern or perform a Transceiver Test and listen to the different game sound effects (press the D-Pad LEFT or RIGHT to select the sound and press the A Button to listen).

MAIN GAME SCREEN
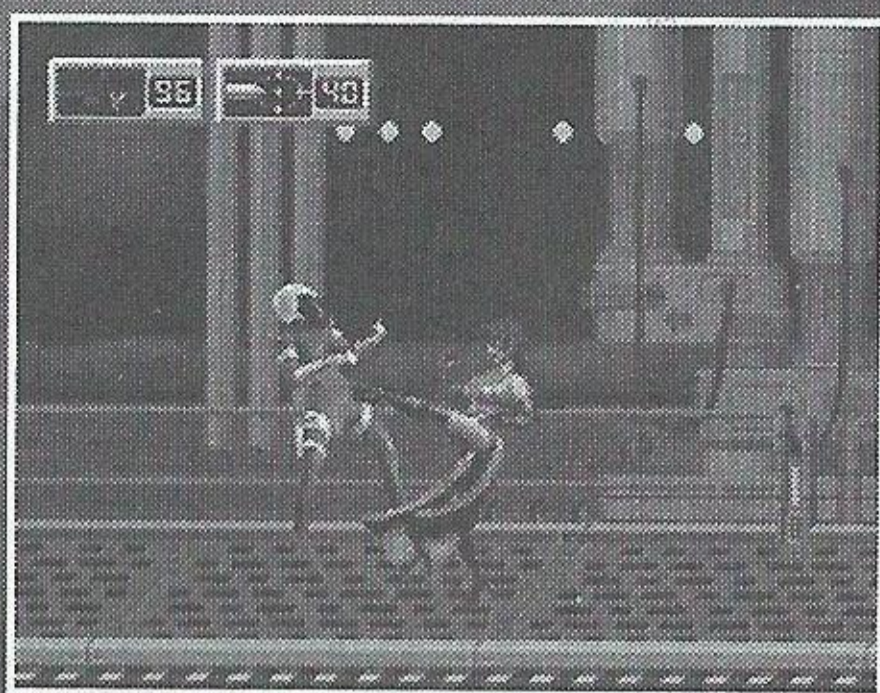
Health Meter

Located in the upper left hand corner of the screen. Displays your health status in percentage points. You begin at 100%.

Current Weapon / Ammo Count

Located to the right of the Health Meter. Indicates the type of weapon you currently possess, along with your ammo count.

Message Window

Located in the upper right hand corner of the screen. Displays information on the various items you encounter.

CONTROLLING YOUR TEAM

Although you can monitor the X-PERTS team, you can only control one member at a time. You choose the Active Control Mode player through RECOM. After selecting a character the others will be in Passive Control Mode. In Passive Control Mode, inactive X-PERTS will be constantly on the defensive.

Any enemy that an un-controlled X-PERT encounters will immediately attack and you will be alerted via

RECOM. As long as the X-PERT is healthy, he/she should easily defeat the enemy. When the X-PERT's health is low, RECOM will alert you.

When an X-PERT is attempting to complete a task, that character will continue working on the task until he/she is either attacked, you "de-select" that task, or the task is completed. You do not need to maintain Active Control of that X-PERT.

RECOM
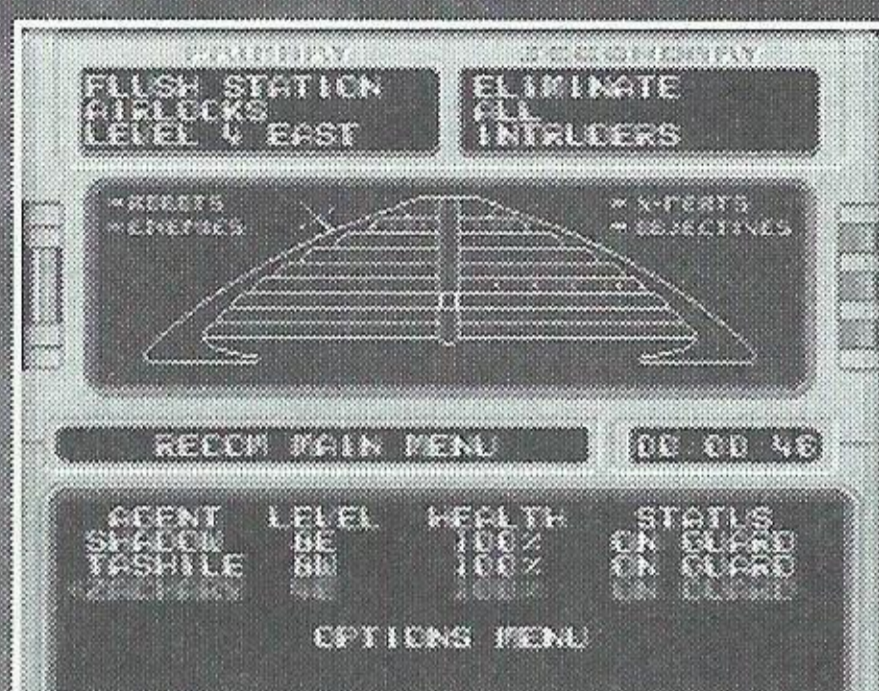
RECOM stands for Remote-Controlled Communication and Observation Module. Situated on top of the DataComm module, RECOM monitors the X-PERT'S positions, provides updates on the current environment of AQUA, intercepts information from the Complex's computer network, and receives Objectives from HQ or Theo. RECOM maintains contact with the X-PERTS via wrist-communications.

The following is a description of the items found on the Main Menu of your RECOM display.

Health Level Overview/ Character Select

Gives you a quick overview of each X-PERT's health, status and location in the Complex. This is also where you will select which member to control.

•NOTE: From here, using the D-Pad, you can also scroll through the names of each level of the Complex, as they appear on the Radar Screen—after selecting a character using the A, B or C Button.

Primary Mission Information

Displays your main objectives for a particular Mission, as relayed from HQ or Theo. These Missions are crucial to stopping the Terrorists.

Secondary Mission Information

These Missions can aid your team, and prevent further complications to the Mission.

Toggle Icons

This allows you to view on the Radar Screen the exact location of the terrorists, Bots, Mission Objectives, and members of your team. Use the D-Pad to highlight your icon selection (located just above the Radar Map) and press the A Button to display or erase the on-screen icons.

Moving Characters Via Recom

You press the start button to pause game and call up the Recom screen. Highlight the Agent using the D-pad, press the A Button to activate the Agent, then press start to begin play.

Mission Interrupt

This allows you to stop the Mission Timer and take a break. To re-activate the timer, press the A Button.

Radar Map

The Radar Map displays the current location of the team members, enemies, and locations of Primary and Secondary Objectives.

SKILL
SPECIFICATIONS

All X-PERTS have basic training in all skills required to operate in the AQUA complex$_0$ with each member specializing in a given area. On their briefing, each member is listed with their top three skills in which they excel. Each skill is defined as follows:

Computer Science:
Essential to operating a computer terminal.

Engineering:
Used to rewire a Power Grid.

Computer Science/Engineering:
These skills combined are used when opening electronic locks and re-routing elevator panels.

Engineering/Computer Science:
These skills combined are used when operating a Robot Station.

Martial Arts and Marksmanship:
These determine each character's prowess in combat and marksmanship. Higher skills mean better performance in hand-to-hand or weapon combat.

Time Is Of The Essence!

Every task takes a number of seconds to complete, depending on that task's difficulty. Each time you attempt a task a bar graph will appear under the member's status at the top of the screen.

Agents' skills decrease the time needed to perform a task. The higher ranked an X-PERT is in a skill, the quicker the X-PERT can perform the task. For example: Zack can re-program a computer much faster than Shadow because Computer Science is Zack's primary skill.

WHAT TO LOOK OUT FOR

There are many pieces of equipment to interact with on every level. Certain equipment will be vital to the completion of your Mission Objectives, and ultimately the entire Mission.

Forcefields
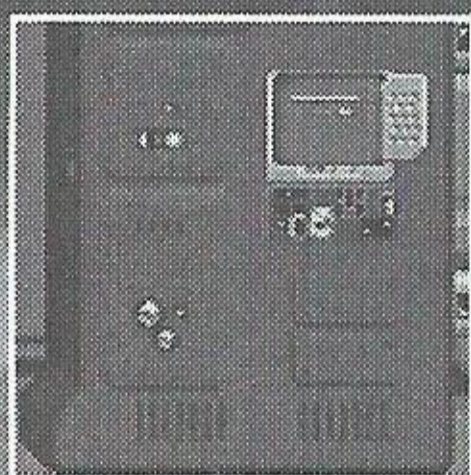
Because AQUA is an underwater Complex, many safety precautions have been installed to prevent the entire complex from flooding. Each level contains a Forcefield Generator installed in the ceilings and floors, ready to activate the minute an emergency situation is detected.
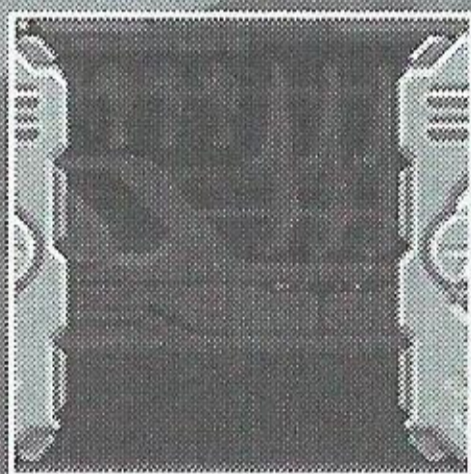
Any time a structural breach occurs, the Forcefield will then be activated. If you are in a level when a breach occurs, that Agent will drown.

Reloading Ammo

All Agents must reload at the Armory. Each team member has his/her type of weapon and can build weapon upgrades with help from Theo.
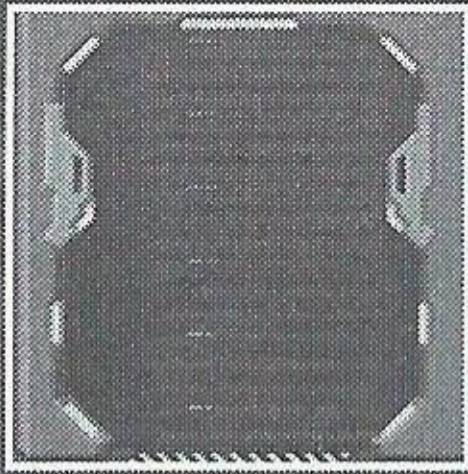
Main Elevator

You can access the elevator by activating the Elevator Console.

The Main Elevator is your only access to the entire complex. Unfortunately, it is also the primary mode of transportation for terrorists and robots.

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Null-Gravity Shafts

Some wings have access to other wings in the complex via the Null-Grav Shafts. These shafts are experiments in null-gravity fields. Null-Grav Shafts can lift you up or let you down, without the aid of a platform.

Power Grids

Power Grids can be turned on or off using the Engineering Skill.

Each wing may contain a variable number of Power Grids. Power Grids govern the flow of electricity to either the wing or other areas of the Complex. Grids are fairly large with conduits that hold cables leading into and out of a large status display.

Power Grids can stop a function from happening, like cutting power to the DataComm transmitter, or shutting down the elevator.
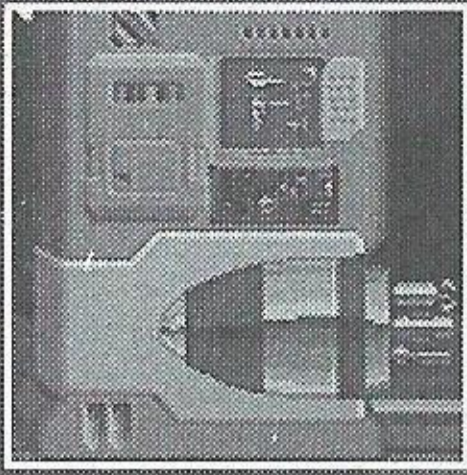
Computer Terminals
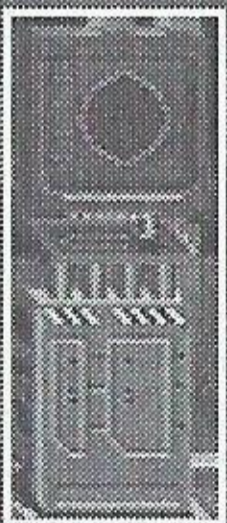
Computer Terminals can be accessed using the Computer Science Skill.

Computer Terminals are used to access information inside the Complex. CTs hold secure files, passwords and other data access programs.

Robot Stations

Robot Stations are used primarily to build small Maint-Bots to perform tasks that members of your team cannot.

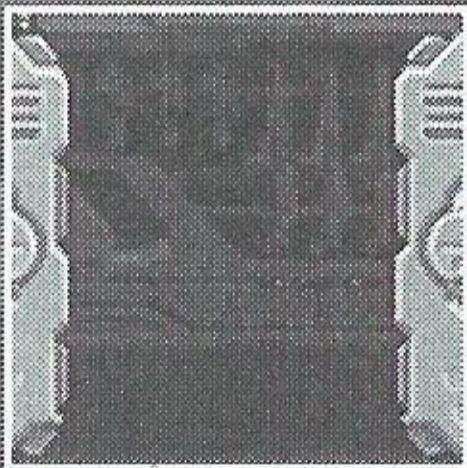Robots require great skill to program, namely the Engineering and Computer Science skills.

When finished programming the Bot, it will go about its duty. A few minutes later, the Bot will finish its task.

Medical Areas

Medical Areas are used to restore an Agent to full health. The more damaged an Agent is, the longer he/she will take to heal.

Armories

Armories hold extra ammunition for the Agents. Lockers are self-contained with automatic doors.

THE X-PERTS

The following is a brief bio on each member of your team. Each X-PERT is highly trained and willing to put his/her life on the line.

Tashile Claudel

SKILLS:
Engineering
Computer Science
Martial Arts

MARTIAL ARTS TRAINING:
Tae Kwon Do

WEAPON OF CHOICE: Wrist Mounted Weapon Pod that emits a HASC Beam (a Highly Accelerated Sonic Charge that creates a wall of sound).

BACKGROUND: Holds a Ph.D in Robotic Engineering from M.I.T. Was deemed officially "dead" after a near-fatal accident left her disfigured for life. Reconstructive cybernetic surgery has given her titanium limbs that allow her super-human strength. Tashile is the creator of RECOM.

Shadow Yamato

SKILLS:
Martial Arts
Marksmanship
Computer Science

MARTIAL ARTS TRAINING:
Ninjitsu

WEAPON OF CHOICE: Crossbow strapped to forearm.

BACKGROUND: Former top assassin for Japan's once-infamous Black Orchid Corporation. Responsible for the eventual fall of the Black Orchid Corporation. Martial Arts trainer for the X-PERTS. She also speaks nine different languages.

Zachary Taylor

SKILLS:
Computer Science
Marksmanship
Engineering

MARTIAL ARTS TRAINING:
Shotokan

WEAPON OF CHOICE: Sub-machine gun strapped under vest.

BACKGROUND: Holds a Masters Degree in Computer Science with a specialty in Systems Security. Developer of the first truly un-crackable encryption system. Sentenced to 50 years in prison for embezzlement. Escaped and recruited by JANUS in 1994.

AQUA TERRORISTS

The following is a brief description of each type of terrorist protecting the AQUA Complex. AQUA terrorists are highly skilled in combat and each possesses his own technological specialty.

Elite Guards

Elite Terrorists occupy a presence in only those areas that require the most security. Although these big guns have limited combat moves, they can take lots of punishment, due mainly to protective armor. They also carry flame throwers, so beware.

Militia Guards

Militia Terrorists make up a large part of the terrorist attack force. Armed with three different types of weapons, Militia Terrorists won't wait to see the whites of your eyes before attacking. They are also highly trained in hand-to-hand combat, as well as being very efficient taskmasters. Stay clear of their Sub-Machine pistol and Particle Guns.

Scout Guards

Comprised of female assassins, Scout Terrorists carry no armor. Their attack is strictly Shotokan and Ninja. Going toe-to-toe with these "ladies" could prove troublesome. Beware.
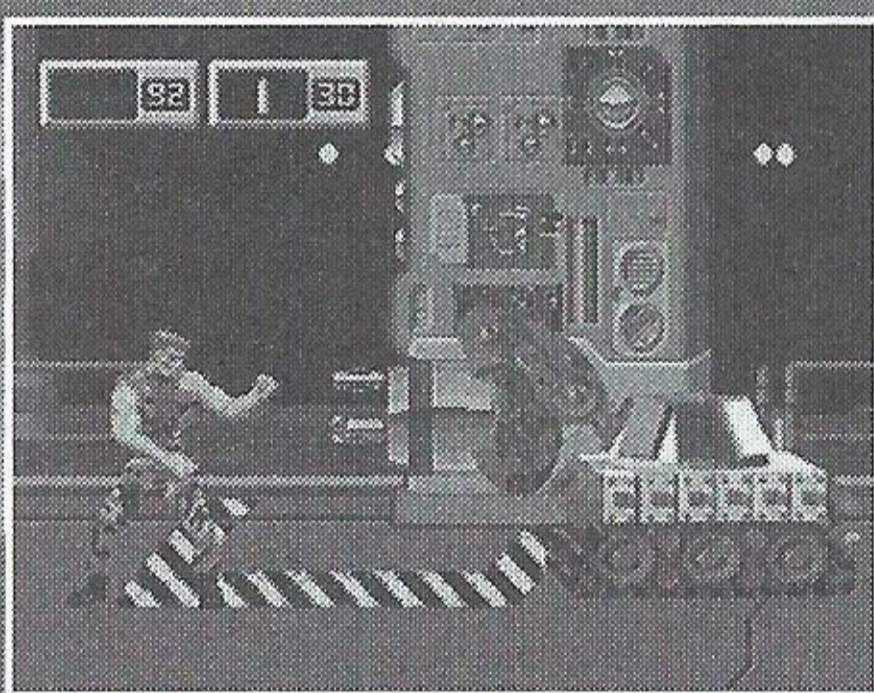
AQUA COMPLEX
—The Levels

The AQUA Complex is a vast, maximum-security defense base divided into nine main levels, each further divided into East and West wings.

The following is a brief description of each level:
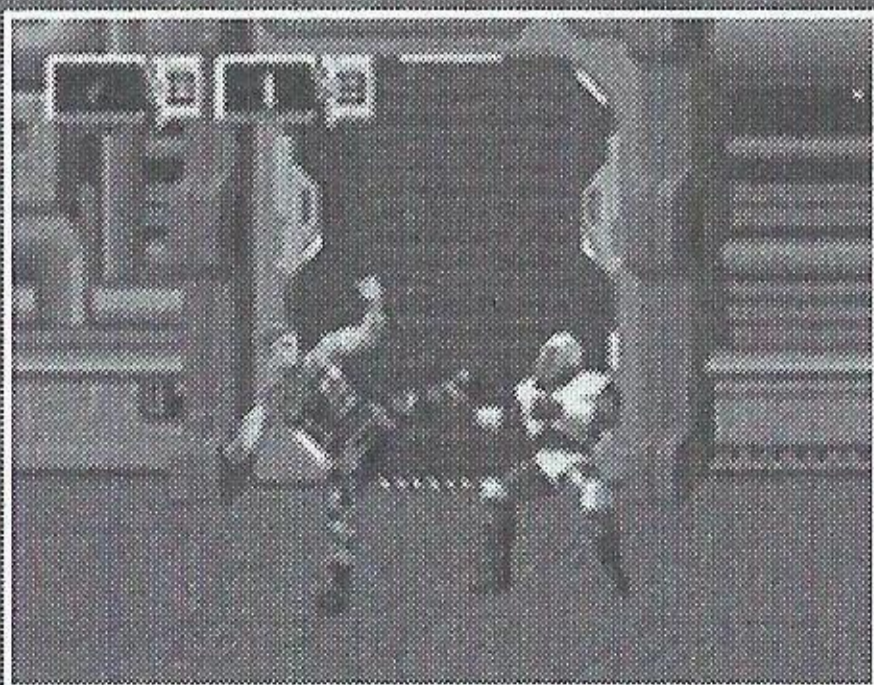
Level 1:
Maintenance and Repair

This is where JANUS stores its robotic stations and computer terminals. Here the Maintenance-Bots are dispatched to repair damage to the Complex. Both the enemies and your team will need access to the computers on this floor to fix damage that occurs to the Complex. Although the Complex will automatically repair on its own, priorities can be assigned here.
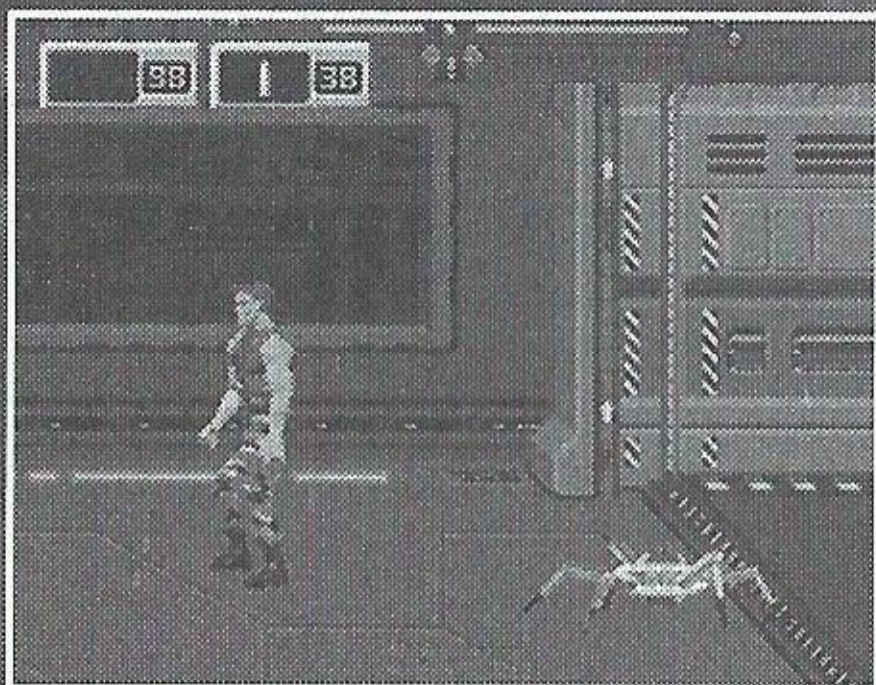
Levels 2 and 6:
Complex Control

This area is devoted to low-level Complex controls, including the four sections at the main Computer core. Electronic banks, Power Grids and Computer Terminals line this area.

Level 3 and 7:
Security and Defense

These levels house all the security systems of the Complex. You'll find rows upon rows of Computer Terminals here, and a few Armories.

Beware, Security and Defense is one of the most viciously held floors by the terrorists. These four areas control station security at a high level, allowing you control over the elevator override, weapon data files and even some control over the activation of robot defense.

Level 4 and 8:
## Air and Water Purification
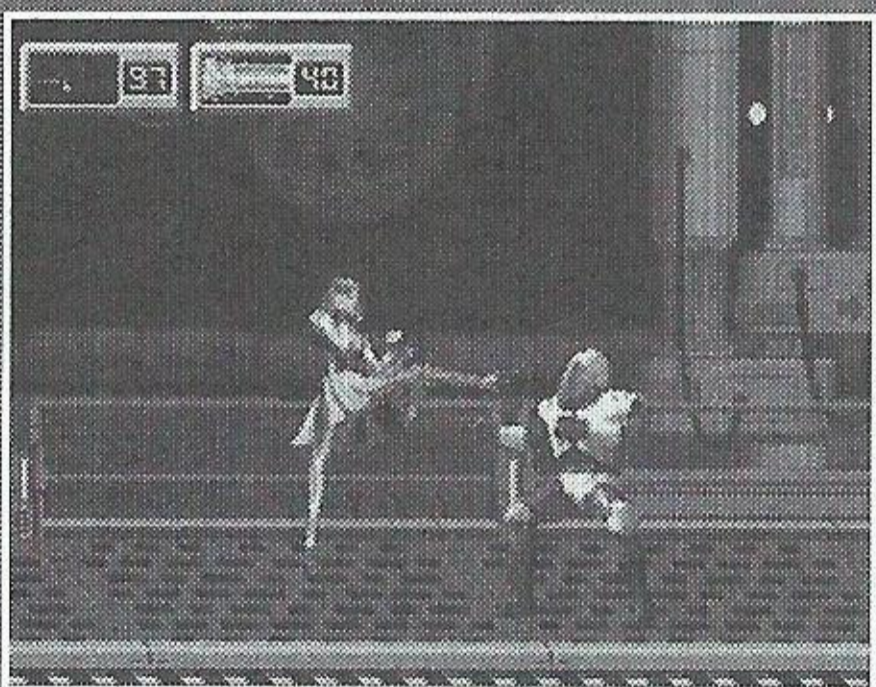
These two levels represent your entrance to the Complex. Watch your step as massive water pumps, pipes and hoses are everywhere.

The main water pumps control the flow of water. Many times you may have to open or close these valves to prevent problems. Energy Grids are also on this level, keeping life support flowing.

Air-locks allow passage from the sea to the AQUA Complex.

Level 5:
## Science and Robotic Research
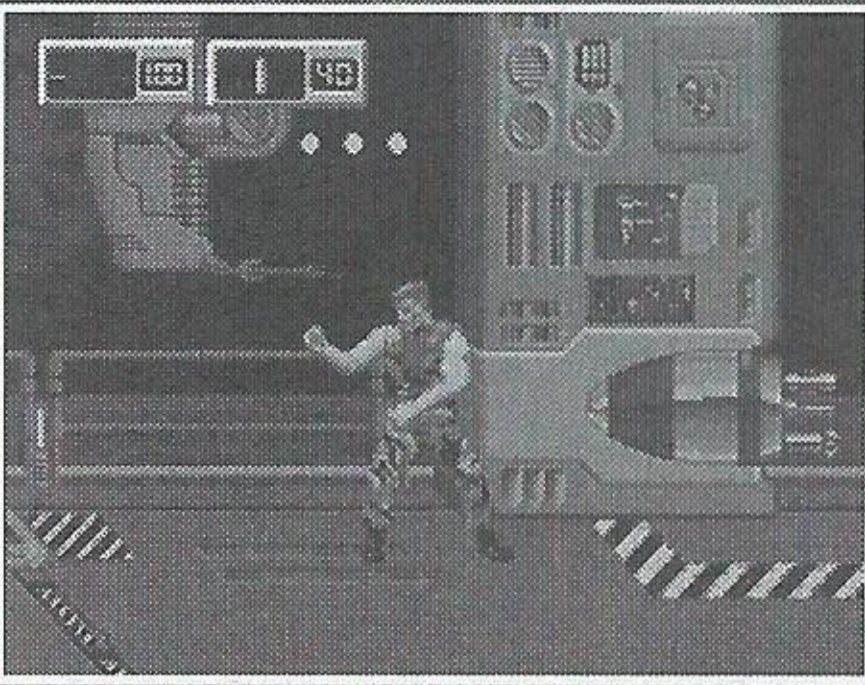
This area contains a variety of research monitors, robot stations and terminals, as well as its own Power Grid. This area contains all the tools, prototypes, and key elements that were used to create the robots and background sections of the super-glass walls that look out onto the ocean floor.

The consoles have a variety of uses, namely assisting you in upgrading your weapons, slowing down the rate of robot upgrades. Use a robot to exit the base via the airlock. This task can be performed only by a robot.

Level 9:
DataComm
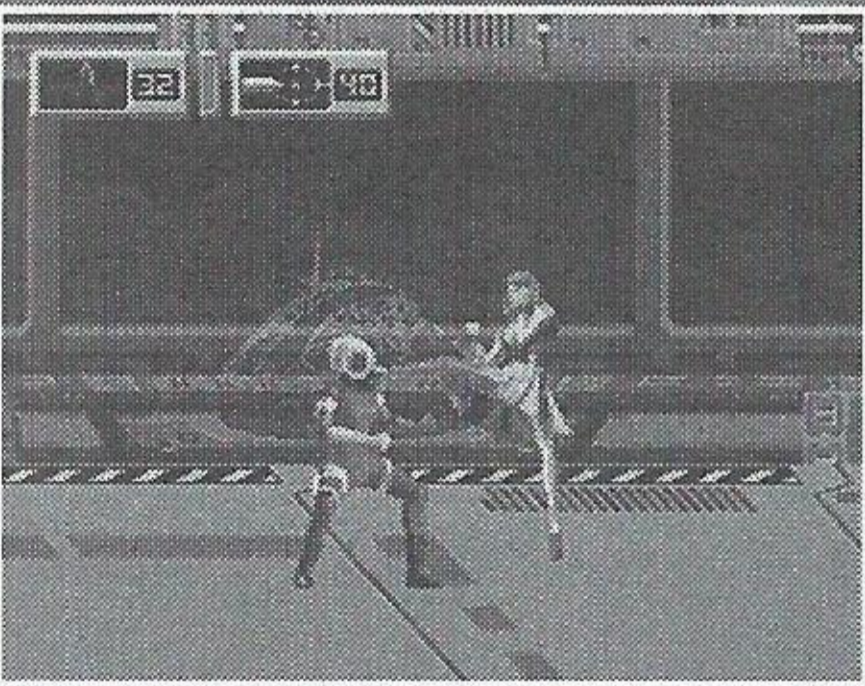
This area allows you communications to the outside world. RECOM is patched into these areas. Electronic equipment dominates this area.

This floor contains vast amounts of classified and sensitive data. You will be required to visit this level and stop the enemy from communicating information to the outside world.

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Coming Soon to Genesis

Flashback

ARCADE CLASSICS